



# Gyroscope App

Student Name: \_\_\_\_\_ Date: \_\_\_\_\_

Items	Absent (0 Points)	Developing (1 Point)	Accomplished (2 Points)	Exemplary (3 Points)
Commentary and Component Names	App does not appear to include any care toward readability through component names or commentary.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	1 - 2 issues with "Exemplary" criteria, which may include any of the following:  - Comment may be difficult to find, or may not adequately describe app behavior.  - Comment includes incomplete discussion of limitations.  - Components have default names.	Submission accounts for ALL of the following:  - A clearly-visible comment describes, completely but concisely, the general functionality of the app.  - The comment outlines several, if there are any, limitations or bugs within the app. Whether or not additional limitations exist is covered in row 2.  - Component names are generally sensible. I don't so much care about things like arrangements, but if there are, say, multiple buttons, they should not be named "button1", "button2", etc.
General Functionality	More than 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	1 - 2 issues with "Exemplary" criteria, which may include any of the following:  - Any of the errors outlined in "Exemplary".  - Copy-pasted code when a procedure or list could have been created, or components looped through.	Submission accounts for all of the following:  - Can't find any bugs that weren't explicitly outlined in the comments. Some odd things to check: - Are there easy ways to cheat the system? - Are images cut off? - Are scores and/or high scores miscalculated?  - Are there missed opportunities for using procedures and/or lists and loops?

Base Behavior	More than 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished". App may not resemble required assignment.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	<p>1 - 2 issues with "Exemplary" criteria, which may include any of the following:</p> <ul style="list-style-type: none"> <li>- It is unclear which sprite the user is controlling.</li> <li>- Scoring system isn't sensible and/or properly displayed.</li> <li>- No clear end to the game.</li> <li>- Sprite motion doesn't make sense based on phone orientation.</li> </ul>	Submission includes all required behavior from assignment sheet (aside from high-score and aesthetics, which are addressed in following rows).
Scoring System	Score for a round is not present, or is little more than unformatted game time (e.g., total milliseconds elapsed).	Scoring system is present, but does not include collection of previous game runs' data. Examples may include formatted total elapsed time, number of enemies defeated, etc.	Scoring system includes singular high-score storage.	Scoring system includes multiple stored values. Examples include a leaderboard, or separate high-scores for different game challenges.
Aesthetics and Complexity	App looks very thrown-together, and doesn't appear to incorporate aesthetically-pleasing content.	3 - 4 issues with exemplary criteria, which may include any of the characteristics outlined in "Accomplished".	<p>1 - 2 issues with "Exemplary" criteria, which may include any of the following:</p> <ul style="list-style-type: none"> <li>- App looks "just fine" or "odd", in that components have strange sizes or alignment either relative to the entire screen or one another, or it still looks like a work in progress.</li> <li>- Font is difficult to read due to odd color schemes in backgrounds or components.</li> <li>- Occasional instances where you must "figure out" what to do next to continue and/or restart.</li> </ul>	<p>Submission accounts for all of the following:</p> <ul style="list-style-type: none"> <li>- App is above-and-beyond aesthetically-pleasing. No egregious errors in component scaling, weird size differences for similar-behavior components, labels where text is hard to read, etc. Programmer has gone out of their way to make things look nicer than just the basics.</li> <li>- App use is clear and obvious. At no times do you find yourself wondering what to do to continue and/or restart.</li> </ul>